REALM

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THE GAME

From deep inside the Solar Control Centre, an ominous rumble signals the demise of the Planetary Orbiting Co-Ordinator. Consequently the Solar System is in a complete mess with planets all over the place. You are required to take charge of the remote control droid XR3, enter the Inner Co-Ordination Sanctum and reconstruct the Solar System.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+DISK OWNERS

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

Realm can be played with the following keys:

|=Up Z=Left X=Right A=Down

P=Pick p object D=Drop object copy=Drop Life esc=Abort

enter=Enter Pass Room del=Escape Pass Room shift=Inventory

space=Return to game

1, 2, 3, 4, will select inventory item

The object of Realm is to explore the maze, overcoming obstructions and solving problems, in a search for the nine Solar Planets. Once a planet has been located it will need to be correctly positioned around the Sun. Points are scored by collecting the Crowns, opening the doors and solving the game.

PLAYING HINTS

1. Standing next to arrows can make access easier.
2. The possession of a Pass Card is most useful.
3. A switch needs oiling.
4. A battery and wire will help with electrical problems.
5. Avoid contact with the Skull and Crossbones, you would be advised to slow down!

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* Correct at time of printing

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